

BOUGHT 8/4/83

7.60
+ .46
\$ 8.06

AT MORRISTOWN
TYPEWRITER
EXCHANGE
MARKET ST.
538-7300

MONDAY OCT 24, 83

TARZAN - 5 HRS
MONTEZUMAS REV - 1 HR TAPE VHS
QBERT 2 - 1 HR TAPE VHS

IMPORTANT!

TUE

STAR WARS - 7 HRS
5200

WED

STAR WARS - 6 HRS
5200
TARZAN - 1 HR

JIM MENTIONED
PANDA S/W
MAY BE INTERESTED
IN QMARGR ALPHA
PACE

\$500 EACH +
ROYALTIES / ADVANCE

TARZAN REV'S
Changes received

THUR

TARZAN - 7 HRS

VCR BORROWED
THUR & FRI

FRI

10/28/83
TARZAN - 7 HRS

MON

10/31/83

TARZAN - 7 HRS

TUE

11/1/83

TARZAN - 7 HRS

WED

11/2/83

QBERT 2 EVALUATION - 3 HRS
TARZAN - 4 HRS

BASIC CART.
BEING USED TODAY

SHIPPED

T2(110283)R3
TO COLECO

IMPORTANT

↑
BASIC
USED BOTH
DAYS
↓

TWINS
SCREEN
DRIVER

THURS

TARZAN - 7 HRS

RUNS SCREEN DRIVER

FRI 11/4/83

TARZAN - 5 ~~0~~ HRS

RUNS SCREEN DRIVER

★

STAR WARS - 1 HR

~~5200~~

KEY DEBOUNCE

SMURF VCS PAL - 1 HR
LISTING

MY
BASIC
USED

MON 11/7/83

TARZAN - 4 HRS

QBERT MTG - 3 HRS
KEVAL

TUE 11/8

TARZAN - 6 HRS

PERSONAL - 1 HR

JOE SPADA - LIFE INSURANCE

WED 11/9

TARZAN - 6 HRS

QBERT - 1 HR

THUR 11/10

TARZAN

COMPILER FOR 400 BASIC - 1 HR

POLAROID PICTURE TESTS - 1 HR

FRI 11/11

Holiday

MON 11/14/83

3 HRS - Parker Brothers
Vendor Proposals

3 HRS - Parker 2000 VCS Death Star
to work on Colossus Adapter

1 HR - ~~Tanger~~ Royalty Mtg

US GAMES &
Parker Royalties

1050 Deposit

TUE 11/15/83

IMPORTANT

1 HR - 400/800 Death Star Play test

6 HRS - Tarzan -

Sylvia stops
Tarzan

WED 11/16/83

TARZAN - 2 HRS

THUR 11/17/83

~~TARZAN~~ 2 HRS

TARZAN - 5 HRS

QBERT 2 HRS
SCREEN DRIVER LOOP

Sold 400 to Todd
\$90.

FRI 11/18/83

~~TARZAN~~ 2 HRS

SICK - 7 HRS

MON 11/20/83

SICK - 1 HR

TE - 6 HRS

BOUGHT LIGHT
PEN \$38

TUES 11/22/83

TE - 6 HRS

KERMIT - 1 HR

WED 11/23/83

TE - 4 HRS

KRS DRIVE - 1 HR CPM

KERMIT / COCO MO^{SOFTWARE}DEM - 2 HRS

rewrite ~~not~~ COCO HEX modem
software in assembly language so modem
transfer is faster and so we can transfer
apple & ATARI 400 object code to be sent by
KERMIT

2 yrs at
JWDA

Got M/50
DISK DRIVE

SENT
TE 11/23/83
received 1st
Cocoon
TE board

4
Important

Thurs & Fri

11/24 → 11/25 — Thanksgiving Holiday

Mon 11/28/83

KERMIT & COLECO MODEM SOFTWARE — ~~CHRS~~

QBERT 400/800 — 1HR

helping ~~Chris~~ reviewing
proposal for

Chris

Tue 11/29/83

KERMIT & COLECO MODEM SOFTWARE — 1HR

TARZAN — CHRS
work on shot

WED 11/30/83

TARZAN — 4HRS

Talcan w/ PHIL TATER & ZYNSKI IVAN
Comments on REV 4

- vines (random #)
- lower syn/asym random

* too easy for Tarzan to cross screen

- Tarzan can jump over enemies

- FIX: he must fight them

- One vine

Fix: We put in Rthl W# vine
yesterday, today

- Reduce Tarzan's running speed
* make it take longer to
go across screen
don't put in now - but
it may be in future

— Make Tz stop at Waters edge because
not enough room for Targan to
stop running

— Have Targan climb from standing
in front of tree

In Targan "Coleconision" sent to us * is pause —
the music was temp used
from SUBROC game

— Phil will send kneeling graphics
for Tz stun

~~Sound by Munity~~
~~Sound~~ Coleco will supply
Coleco sound people will have
to talk to our sound person

Any suggestions we have about
making VCS like Coleconision
will be appreciated.

Send Tz obj over modem by Fri 12/2/83

1/2 send summary of Tz &
enemy pixel speeds
1/2 outline movements

Sent DS400 to Parker via KERMIT

— 2HRS

Helped Todd with QBERT VCS

— 1HR

12/1/83 Thursday

KEAMIT 400/5200 files (Death Star)

- 3 HRS

TARZAN - 4 HRS

Phil said he will send
Taman kneeling mask
for stun

12/2/83 Friday

Taman - 5 HRS

Wide trees (Phil OK'd)
No jump over enemies

~~3000~~ Mach 3 evaluation -

Death Star 400/5200
1 HR

fix so that on starting the
Falcon doesn't get
hit in level 3 select
game 3 or 4

(changed movement tables)

12/5/83 Monday

TZ - 7 HRS

- Long mask end of the
jump

12/6/83 Tues

TZ - 3 HRS

- decrease climb
offset
- Random Bank
- Random WALL type

DR for ECHOCARDIOGRAM - 1 HR

MACH 3 write-up for Parker - 3 HRS

Start
TZ (12/2/83) RS
300 band
OBJTEXTVOT
with 2 lines
of blanks
added

WED

COLEVISION QBERT - 1HR
 MODERN
 TO APPLE
 FROM 4200
 VIDEDEC

TZ - 6 HRS -

- Land on bank
- Tanya shot hit none
- Climb down to walk on H2O
- Sor. not stunned in new screen
- Change COLOR according to JNGTYPE
- Croc skin replace

10-14 WEEK
 EST. ON TZ

THUR 12/8/83

TZ - 1HR
 STAR WARS - 5 HRS - FIX Blowup below
 400/5200 death star bug

MONTEZUMA - 1HR no end of screen
 (VCS) jump to
 sync not right

revised Death
 star poster

FRI 12/9/83

EPSON Printer - 2 HRS

STAR WARS - 3 HRS

MONTEZUMA - 2 HRS = TOO MANY
 (VCS) SCAN LINES

SENT DS 400
 & 5200
 REV 10
 VIA K2MIT TO
 ERNIE
 CARTS
 THERE

MON 12/12

STAR WARS DEATH STAR - 3 HRS
 OUTSIDE GAME EVALUATION - 2 HRS
 MACH 3 WRITE UP - 1 HR
 OFFICE HELPS LETTER TO JIM - 1 HR

TUE 12/13

STAR WARS DEATH STAR 400/500 - 4 HRS
 DR. ROZAN - 1 HR
 RX 80 PRINTER 2 HR

WED 12/14

SWDS 400/5200 - 7 HRS REWRITE

THUR 12/15/83

SWDS 400/5200 -

spent most of day trying to
 fix bug with
 check if LSB OF ATT.ME = 1
 then checking if TAD #7
 was = 0 - it never was!

FRI 12/16/83

ROYALTY MTC - 1 HR
 FARZAN - 1 HR

Told Phil Tater, screens
 we still need

SWDS 400/500 - 5 HRS

- 1) CAMP APPROVAL
- 2) CAPTIVE APPROVAL
- 3) CLIFF - UP THE BOT, MID TOP SCREENS
- 4) CLIFF ESCAPE FOR MID BOT SCREEN
- 5) CHARACTERS FOR CLIFFS (LEDGES, ROCKS, SNAKE)

started rewrite
 of SWDS 400/
 5200

PAYCHEX SLIGHTLY
 MESSED UP
 PAID @ 3:52
 THEY DIDN'T PRINT THEM
 TIL TODAY SO RICK
 PICKED THEM UP.

400/VCS/CATEC.
 Cnts.
 RECEIVED

PHILS # IN MINE
 4/4
 962-5286

MON 12/19/83

SWDS 400 - 7 HRS

TUE 12/20/83

3WDS - 400 - 7 HRS

PHIL TATER Z CALLED
2 SCREEN PHASE SPECS IN MAIL

THINGS TO ASK ERNIE VAN HOLLEN:

- 1) FAL MID SCREEN =
- 2) ZERO PAGE 4A → FF =
- 3) IMMED VBL NOT DEFERED =
- 4) HW Random # GEN. =

He's not in (on luncheon) will
call tomorrow

WED 12/21/83

DS 400 - 10 HRS

Called Ernie & asked about 4 Q's
~~I WILL CALL HIM IT TO ERNIE @ 9:30 AM FR~~

Above 4 is OK if need be!

Before 2PM &

preferably after 8PM

(617) 246-0554

ADDED ~~GEAR~~ BLANK SCREEN BETWEEN PLAYS

ADDED FALCON BLOW BEFORE DS BLOW

ADDED PLAYER ARROW

~~ADDED FALC EXP COLR DURING FIREBALLS~~

7PM home
went ~~ADD~~ SAVE BIG DS - BUG SO DELETE IT
8P

Buffet
Banquet
for Company
in back
Conf room

THUR 12/22/83

BLANK SCREEN BETWEEN PLAYERS CAUSES BUG SO ~~DELETED~~
DS SAVE - BUG SO DELETED IT

8:15 Call Ernie @ home
not home

He got home 8:40

he said Call back in 10-15 minutes

FINISHED XFER TO ERNIE AT

9:25 PM

FRI 12/23/83

Day Off Holiday

MON 12/26/83 - Holiday

Merry Christ-mas!
Jesus is Lord!

~~THURS~~

12/27/83

Jawhnee Sheikh (Coleco) called
May want to make 2 changes
to Rev 5 to show TARCAN forces

Coleco - 1HR

Tarzan

- 1) Not able to leap while swimming
unless within landing
range of tree or shore
(facing ~~river~~ in correct direction)
- 2) Make TARCAN twice as
big (2X width 2X high)

Needed by Monday or Tuesday
1/2/84 1/3/84
Coleco Closed

CES starts on 1/7/84

Went to Dr. Royan - 2 HRS

Death Star 5200 - 4 HRS

1:55 PM

- 1) Tried to Format 2 new disks
but Drive 1 not powering on
to using Todd's drive
- 2) Copied DS 400 to new 5200 disks
^ REV 11
- 3) Copied old 5200 DS.SRC to new disk (5200)
- 4) Copied old 5200 SYSTEXT to new disk (5200).
- 5) Changed DS.DSS.SRC so that 4 → CONSOL
instead of 8 as in 400
- 6) Changed DSS3.SRC ~~to~~ Took out old Big DS save
subroutine to save
bytes (DSVGET)
- 7) Changed DSS.SRC - put ~~new~~ 5200 joystick
routine in luy:

A) deleting from line after
MOVEF to line
before PLYTWO

B) inserting

```

LDA PLYNUM
STA A → ASC A
TAY
LDA #$F0
LDX POT0, Y
CPX #$C2
BCC G1
AND #$70
G1 CPX #$10
BCS G2
AND #$B0
G2 LDX POT1, Y
CPX #$D8
BCC G3
AND #$D0
G3 CPX #$18
BCS PLYON
AND #$ED
PLYON STA $E80B

```


- 8) Assembly - 64 errors (undefined temps)
 9) Took new page from 400 and put
 in instead of old 6000 stuff

10) Assembly -

KEY
 TAU
 KBDLY } UNDEFINED

12/28/83 Wed

- 11) added above 3 RAM into D5.SRC
 12) D55.SRC added at beginning:

VBINT LDA KBDLY
 BEQ OPTIM
 DEC KBDLY

- 13) Assembly - OPTIM no errors
 43 bytes over (decimal)

14) Crunches

see listing

A) TIEFRM crunch and moving up LODTIE

B) TIEXP crunch and move to LODTIE
 and GOTFPT SUB.

C) FIREBALL TABLE

D) TIELOP (DT1)

E) TXSTOR

F) DT2 NOMOSC

G) SUB.SRC@PLYER1 DIF FIX

Bytes saved
 (decimal) **820**

4

5

4

3

2

2

ALSO A FIX

15) CHANGE DT1 \$BDOA → \$CDOA for RANDOM #

16) ~~LEFT~~ ASSEMBLE WITH LISTING and in D55.SRC
 & left 3:35 PM ICE!!!

THURS 12/29/83

Assembly

17) Ran Romu - nothing but junk on 5200
can see score and game # though
but with lines all over the display

18) DSS.SRC added

PXA
TXA
PYA
TVA
PXA

to beginning

19) DSS3.SRC ~~changed~~ changed
VBLKDN JMP \$462

20) Assembly ~~Random~~ to JMP TSDN
Random# seems to be always = 0

USE SOFTWARE
RANDOM#GEN

NOT ZOOMING CORRECTLY

THINGS MOVING EXTREMELY FAST (DRAY/BRICKS)

DISH ON BIG DS-COLORS WRONG

PLAYER POWER NOT SHOWING (EXCEPT IN EXPLOSIONS)

FALCON ~~EXPLODES~~ EXPLODES IMMEDIATELY WHEN FIREBALLS RELEASE

& PLAYERS NOT SWITCHING BETWEEN JOYS

ONLY SWITCHING FIRE BUTTONS

HIT REG ADDR →

Pause doesn't work

21) Made changes to fix above

	USE	SAVE
A) Remove arrows to crunch code	0	36
B) Install S/W RAN#GEN (DSS.SRC)	23	9
C) (DT1) TIE RANDOM#COIN → RANDOM#1	42	43
D) (DSS3) CHANGED FIREBALL HITFLC REG	0	0
E) (DT1) NOW TIE CHECK PAU	4	0
F) (DT3) CHECK PAU	4	0
G) (DT4) CHECK PAU	4	0
H) (DSS) " "	4	0
I) (MASK2) added 7 spare bytes	7	0
	48	48

22) Assembly

23) Ties not working

A) (DT1) Put TIE X/Y COIN/BACK

B) (MASK2) removed 4 spare bytes

24) Assembly

4 4

12/30/83 Day off

Happy New Year

IMPACT

Does work
for Coleco
(Malem op
1/3/84)

1/2/84 Day off

Jesus is Lord
in 84

1/3/84

TZ - 7 HRS

Tried to send TZ RG but no work

1/4/84 Wednesday

TZ - 6 HRS

sent TZ(010383)RG to Betty
@ Coleco

(it has large TZ
for EDGAR RICE
Burdoughs examination)

Made change to that TZ can only
jump out of water if he
will be landing on something

GDS-1 HR

1/5/84 Thursday

TZ - 1 HR

Jaun Sanchez (Coleco Graphics) wants
all characters including
enemies double size

DS 400/5200 - 6 HRS

10:30 AM

Ernie Van Holten

wants background ^{on top of screen}
in Hyperspace to not have black
line so moving color
change to DSS.SRC (VBLANK)

1) D2: SPACE.SRC

remove

```

LDA ATIME
AND #1
BEQ STCOL
LDA #80
STCOL STA COLPFQ+4

```

0 11

2) D2: DSS.SRC

a) remove

BEQ JVBK

0 2

b) replace with

BEQ DOFLSH

2 0

c) just before JVBK:

```

BEQ JVBK LDX #80
DOFLSH LDA ATIME
AND #1
BEQ STCOL
TRA TRA TRA
STCOL STA COLPFQ+4

```

12 0

d) just before LDA SCVW

LDX #80

2 0

3) D1: DSE.SRC

```

delete
LDA ATIME
AND #7
STA COLPFQ+4

```

0 7

4) D2: SUB.SRC

```

delete 4 NOP's @
label PLYER1

```

0 4

5) D2: MASK2.SRC (make space 8)

8 0

24 24

DSE.SRC

LDA #38 → POE 2 2
STA COLPF0

DSS.SRC

Change DSE refresh rate

DOFLSH LDX #36 LDX #36
LDA ATIME → LDA #2
AND #1 DOFLSH AND ATIME
BEQ STOCOL BEQ STOCOL

8 8

10 10

C6
NOT OK

1/6/84 FRIDAY

DS 400 - 1 HR
Had to add ~~DS~~ to spare (1/6) now on DS 4000

DS 5000 -

SPACE.SRC

remove →

LDA ATIME
AND #1
BEQ STOCOL
LDA #80
STOCOL STA COLPF0

0 11

DSS.SRC

LDA SCNUM

CMP #1

BEQ JNBK

LDA ACTION

CMP #3

BEQ NODSX

JMP VBLKDN

LDX #80

LDA SCNUM

CMP #1

BEQ DOFLSH

LDA ACTION

CMP #3

BEQ NODSX

LDX #36

LDA #2

LDA #2

DOFLSH AND ATIME

BEQ STOCOL

STOCOL STA COLPF0+4

JNBK JMP VBLKDN

29

15

D1: DSE SRC

USE SAVE

LDA #38
STA COLPF0
LDA ATTINE
AND #7
STA COLPF0+4

LDA #BE
STA COLPF0

5 12

D2: MASK2.SRC

add 4 spaces (5 total)

4	0
38	38

0	11
29	15
5	12
34	38

1/9/84

MISC - 7 HRS

1/10/84

ASM JWA

400 FAMILIARIZATION - 7 HRS

1/11/84 wed

400 FAM - 4 HRS

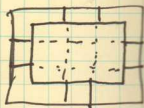
SNOW - 3 HRS

1/12/84 THURS

APPLECOM - 5 HRS

(click JWA ROMULATOR SW)

DS 5200 - 2 HRS

Double joystick
limit test

- ① BACK UP DISKS
 ② DSS.SRC remove arrows

0 21

```

LDA # $1C
LDY # 10
LDX PLYON
GET PUTARR
LDA # $1E
LDY # 8
INX
PUTARR STA LINE18, X
LDA # 0
STA LINE18, Y
  
```

- ③ DSS2.SRC add joystick
 center routine

```

LDA # $F0
LDX POT0, Y
CPX # $E2 → 80 9B
BCC G1
  
```

G1
 AND # \$70 → 50 38
 CPX # \$10 → 50 38
 BCS G2

AND # \$B0
 LDX POT1, Y
 CPX # \$B8 → 50 38
 BCC G3

G3
 AND # \$D0
 CPX # \$18 → 50 38
 BCS PLYON → G4
 AND # \$E0

PLYON STA \$E80B

```

G4 CPX # $B0
BCS PLYON
CPX # $20
BCC PLYON
LDX POT0, Y
CPX # $B0
BCS PLYON
CPX # $20
BCC PLYON
LDA # $F0
  
```

21 21

21 21

PRYCHECK
NO RAISE
(INCLUDE)

1/13/84 FRI

Sent DS5200 R14 to ERNIE
DS-6 HRS

DS5(011384) R14

APPLECOM - 1 HR

MONDAY 1/16/84

the DS sent on fri was all control char
to reset it today

DS-3 HRS

5200

APPLECOM - 4 HRS

TUES 1/17/84

APPLECOM - 3 HRS

COMMADORE-⁶⁴ Research 3 HRS

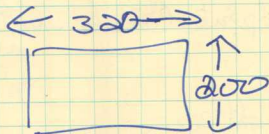
DR - 1 HR
ROZAM

McDonalds
Ruth Janet
Allison Joey

ATARI 800
Parallel
interface
\$40

COMMODORE 64

3 VOICES - SOUNDS/MUSIC
RESOLUTION



6502 up 6510 extra i/o port
for address space
management

64K RAM

8K BASIC IN ROM

8K OP SYS ROM

9K CHAR GEN

6581 SID (SOUND INTERFACE DEVICE)

6566 VIC-II VIDEO INTER CONTROLLER

2-6526 COMPLEX INTER ADAPTER CHIPS } 4K address
all other i/o } space

88K total ~~88K~~ ~~88K~~
24K more than addressable

8 possible memory maps

UP TO 16K ROM per cartridge

SPRITES

8 ON ONE LINE

24 WIDE X 21 TALL - 503 BYTES

3 Color sprite mode But horizontal RES 24 → 12 pixels
set X, Y for pos

Can change X mult X2 or Y or Both

sprite priority registers

Collision detect

Raster interrupts

or Sprite Slide with
A) Background
B) another sprite

or light pen

1/18/84 Wednesday

TARZAN-1HR

acom w/ RON GODVEY (coleco) 9:30 AM

- ① Tarzan size & graphics
- ② Hunters Camp - approval
- ③ Cliff top - 3 screens
- ④ Cliff escarpment (down) - down
- ⑤ Ledge 2
- ⑥ Falling rock



APPLECOM - 2 HRS

APPLECOM - 61

SWOW - 4 HRS

left work @ 1 PM

1/19/84 Thurs

~~PERSONAL - 1 HR~~

SNOW - 2 HR

COMMODORE 64 - 1 HR

TELCON WITH ROB HARRIS (COLECO)
(see next page)

APPLECOM - 3 HRS

FINDS IT, & DISK
GIVEN TO RICK

1/20/84 Friday

~~COMMODORE 64~~1 HR - QBERT II (Coleco) - helped
(Colecovision)TARZAN - 6 HRS
Roger with cube
rotations with 2 cubes1/23/84 Monday

2 HRS - QBERT II Colecovision & VCS

modem to Parker

too help Chris try modem to
Parker

4 HRS - Targem

1 HR - Personal

tried to
ship out
TZ (012384) R7
today but
didn't
work @ 1500 baud
try again
tomorrow
at 300 baud

extended color 2 bits per 2 pix (160nm)
 change colors on line
 prob 76 cycles per line
 COMODORE

EXTENDED BKG color mode
 8x8 64 characters
 64 characters

① 10 colors per line?
 without sprites

② Assembly DEVELOP system

③ RS 232?

APPLE-MERLIN
 ORCA-M 1140
 better than
 Softworks data
 Apple
 Harris
 Co

COMODORE
 hard to find
 long lead time
 faster assembly

TELCON
 1/19/84
 ROB HARRIS



Questions on Amendment #1 to Tayan Rev Ø

per Tayan
Phil later...
01/04/94 4PM

1) Page 2 top 1st sentence - "Cannot Climb

Down - has to walk to edge past ledges then how does he get past?

UP - maybe - can pass it but when feet line up can walk on it if possible to

2) Can he jump on ledges? ¶ 9.445a where does he land?

When leap then land on climbing surface nearest to top of jump hyperbola

3) ¶ 9.444a loose ledges - only 2 hi-res

Maybe rocks as dots
ledges as H2
*if top ledge falls ledges below disappear until falling complete

per line - how can we do

rocks & Tayan & Ledges falling

Unless they are "dots" then they can't slant easily

4) Bottom Cliff screen - can it be

symmetrical to sky is shown on both sides?

send it!

5) More than 1 rock on screen at a time

$192 \text{ pix} \div 96 \text{ pix/sec} \approx 2 \text{ secs on screen}$

but page 3 shows levels 3-5

as release every 1.5 \rightarrow 0.5 secs

This will complicate screen software considerably

already done with fields

slanted ledges - low remove priority

6) Sliding on slanted ledges will add more complication - & #3) makes them difficult to show - should we remove slanted ledges from game?

also if ledges are H2 then would have to lie dot to dot

7) To make ¶ 9.476a will be difficult if more than 1 rock per screen

9.476a no rocks

Questions on Amendment #2

8) In P 9.431a crate graphics
*unchange crate
 (crate graphics remain
 the same) and add
 comma out to
 indicate that
 has been released*
 can not change to show
 only top after punched by Taryan

9) Crocodiles in P 9.434a diff to do
*Yes - Croc low
 priority*
 can we put it in later if
 time/memory permits (low priority)?

Tues 1/24/84

sent
 T2(012384)R7
 to Coleco
 only signal on
 modem @
 300 Baud
 will work

Merlin Assembler evaluation - 2 HRS

Modem T2 R7 to Coleco - 2 HRS

Taryan - 3 HRS

work on Cliff up ^{1st} screen driver

Wed 1/25/84

Taryan - 7 HRS

cliff up 1st screen
 driver

Thurs 1/26/84

Printer - ~~4~~ HRS

Parker ^{ATG} - 1 HRS

Taryn - 2 HRS

Teleon with

Phil Taternynski

Adam Star Trek
cancelled
after 2 1/2 weeks work

see notes on page 25
about answers to questions
on Amendment 1 & 2

Hasn't seen Rev 7 yet

Send REV 8 (Cliff-up) crude
graphics asap

Fri 1/27/84

send

72(012784)R8 to Coleco
Cliff-up screen

TARZAN - 7 HRS

MON 1/30

PERSONAL - 7 HRS

TUE 1/31

TARZAN - 3 HRS

SICK 4 HRS

WED 2/1 → 2/3

SICK

MON 2/6/84

TARZAN - 5 HRS

ROBERT 2 COMMODORE 64 PROPOSAL - 2 HRS

stayed after
1 hourTUES 2/7/84

TARZAN - 7 HRS Ruins screen driver

sent TZ (020784) R9

will send rev 10 tomorrow

WED 2/8/84

TARZAN - 7 HRS

sent TZ (020784) R10

BANK 1 LBA \$FFF8

BANK 2 LBA \$FFF9

BANK 3 LBA \$FFF0

BANK 4 LBA \$FFF1

contact Rob Harris x5268

Cliff ^{up} screen eliminate sky altogether
 limit screen width for rocks falling with changing
 blue to dark brown

Jedges on cliff down

use dots

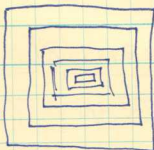
THURS 2/9/84

TARZAN - 7 HRS

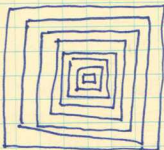
appending all screens to one file

FRI 2/10/84

TARZAN - 7 HRS

MON 2/13/84

TARZAN - 7 HRS

TUE 2/14/84

TARZAN - 7 HRS

fixing screen drivers

WED

IPM ROYALTY MTG

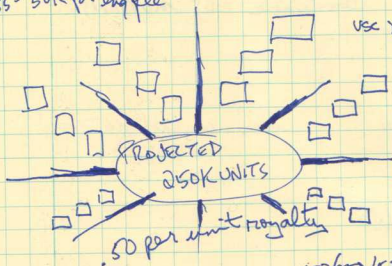
REASONABLE → USG - CORRECT VS THIS OR NEXT WEEK

END OF FEB → COLLED - SUBSTANTIAL BUT 2 WEEKS LATE
DUE TO END OF YR ACCOUNTING
CASH FLOW PROBLEMS

PARKER BROS -

STATEMENT, NO CHECK

\$35-50K per eng fee



USG DENT STAR - 70K

3rd Q

4th

120K
TO PAY OFF
ENG ADVANCE

38,298

108,518 TOTAL SO FAR

1/2 ENK IN REPRING
SPREAD OVER 2
PAYMENTSAFTER 10K UNITS MORE
WE'LL GET MORE \$

400/800/5200

NO ADVANCE AGAINST ROYALTIES

3rd Q 400/800/5200 - G PACK NONE SOLD

HAVEN'T SOLD ANY 400/800 EVEN IN 4th Q

ADAM

100K MISTAL BASE

COMMODORE

BIG COMPETITOR @ JUNE CES

FROGGER T1 → 144 (NOT 144K)

COLECOVISION → 104K

70K more before eng fee is
offsetIN FUTURE
(BERT 2)

INITIAL ROYALT 6%

AFTER 30K DROPS

ZICK SAYS 25K

Start
TZ (02/17/84) RII
12K TO
COLECO

FRI 2/17/84

TARZAN - 7HRS

Start OBS MOTIONS
(TOP BOT)

Roger - ~~CUB~~ CUB
HENRY - RUI

TODD - CMP

MON 2/20/84

HOLIDAY

TUE 2/21/84

TARZAN - 7HRS

~~Start~~ Continue OBS MOTIONS

WED 2/22/84

TZ - 7HRS

Continue OBS MOTIONS

THURS 2/23/84

TARZAN - 7HRS

Continue OBS MOTIONS

FRI 2/24/84

TARZAN - 7HRS

* Telecon w/ Phil

→ Beastman - Black
→ Ape - Brown
→ How many apes in Cliff - Down

Beast man on top of crate - must
be punched off to open
Crate

See page 33

~~One Beast-man/cage per screen~~~~When Tz first enters he
sees BM cage go off Bottom to
indicate there is something
in next screen~~~~Difficulty~~~~Level will determine chain speed
and number of screens in
Cliff-down~~~~What will happen if crate & roll
& next screen?~~~~Phil will get back after lunch~~

→ CAPTIVE

No wait til Tz moves to make
BM come down

→ if BMM hits Tz - then Tz

is near edge of cage then he
will fall otherwise
only stunned~~Better yet RANDOM 50/50%~~→ if Tz hits BM then BM falls, ape comes out of
cage and runs up to foliage

→ use land instead of water because no crocodile



→ CAMP

Phil Will ~~send~~ Punch up frame
for Tz

- Use figure 12 for punch-up frame

→ ROCKS to ~~cliff~~ Cliff

2 jumps to accomplish leaving screen

lock Y coordinate to Bottom of screen

→ CLIFF - UP

- Disable rock fall when Tz is near top so he doesn't get boffed on head

- Jumping and Climbing to avoid rocks

- Jumping will end a little lower than takeoff point - a set back but good to use in emergencies

- Rocks will always bounce when hitting ledge

- Tz can hide under ledges if he wishes (secret nitche to game)

Cliff-up-Top

Too far to left - scroll off screen
or ~~low~~ depth end 1

Ruins - Run up stairs only after
release ape(s) on current
level

OR Climb ladders after
releasing ape

3PM Telen

~~Cliff Down~~

Diff will determine

- # apes to free
- Chain speed

There will only be one screen
(only the one with fort)

TZ starts Tol left

first crate/BM will start Tol RIGHT

Ape release - Ape will run up chain & off
screen - Cage & ape change

if possible - delay between punch BM & ^{color} ape run up chain

MON

TZ - 7 HRS

TZ movement
all screensTUES

TZ - 7 HRS

VCS QBERT2

LAST OF PARKERS BIG GAMES
VCS - 1/2 SALES

\$50,000 eng = 70,000 carts

\$70,000 min expected

→ $\times 4\% = \sim \$3,000$ WED 2/29/84

TZ - 7 HRS

TELCON WITH PHIL T. OF COLECO
TARGET - MARCH 9New VP - Charles Winterable Winterable (Head of C64/Vic20 team)
SPECIAL PROJECT
H/W/SEN

- Phil Thought sound PKG was sent out
we have not received it.
(ROLAND RIZZO)
- We will have multiple jungle screens (variable
by dif level)

THURS 3/1/84

TZ - 6 HRS

PARKER MTC - 1 HR

2nd Q US GAMES
least 4 royalties

FRI 3/2/84

TZ - 5 HR

DR - 2 HR Grabelle for Cold

sent
TZ (030204) R12
to Coloco

MON 3/5/84

TZ - 8 HRS

9AM → 7PM
45 MINS TO CHR
1:15 TO NAVALIS

Telecon with Phil 10AM

6/6/84

R12 commences later today

ROC

init X = 33 decimal

level shifting not allowed

He will only be able ~~right~~ to

jump right in area

8 pixels before rock & since

screen is considered sym

8 pixels at left)

will land in rocks & then

only able to jump right

which will take him

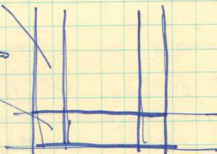
off screen

~~ROCKS~~

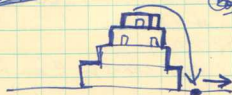
CUP

ONLY JUMP

NO JUMP OR CLIMB



RUINS



→ TZ automatically moves
to next level but only
as long as joystick is
pressed - (start off ALLOW INACT?)

→ TZ only jumps on TOP level of PYRAMID
if miss vine then fall & return
how walk off left
- IF TZ jump off RT without vine - then off screen

Telecon w/PHIL 3:05 PM
CLIFF DOWN

- Ape shake cages by stomping
- Shake T2 off on 3rd stomp
- T2 falls to BOT of screen
 - T2 can't stop his self from falling ~~that~~ by jumping
 - but he can jump off crate before 3rd stomp.
- Vine in middle -
Take it out
- Yedgers on side
Take them out

R12 Checklist

1. ^{start getting} Apes released in all screens
2. fix glitch in stan graphics
3. Correct action of Beast man in Captive apes screen
4. Contact between cages, T2 and ~~ape~~ beast man & mine working in CAP screen
5. CLIFF-UP BOTTOM
T2 - how far down can he fall
6. ~~the~~ rocks on side of screen

7. Ledges seem to be displaced from actual position - most common on right side of cliff
8. Bounce - could it be slightly wider of an arc
9. Ledges wider - No Not possible
10. After a while on cliff - up middle) with no input rocks stop falling
11. Contact between T_E ledges & rocks ^(Random # gen?)
12. GRAPHIC for snake in strike pos - put it in
13. Add enemy (Horn snake) on top of cliff screens - Not possible

44.

TUE 3/6/84

~~T_E~~ - 6 HRS DENTIST - 1 HR

Telecon with Phil

only Music TBLS only received
no software and no sound tables received!



Phil Never returned call
I called & he will check on
it & get 'back to me

WED 3/7/84

TZ - 6 HRS

TELECON WITH PHIL 9:30 AM

COLECO WILL NOT BE GIVING SOUNDS FOR TZ
WE CAN'T SEND REVS TO THEM

C64 QBII - 1 HR

TELCON WITH DAWN STOCKBRIDGE

THURS 3/8/84

TZ - 8 HRS

FRI 3/9/84

SNOW - 2 HRS

TZ - 5 HRS

MON 3/12/84

PERSONAL - 3 HRS Hot Water Heater

TZ - 1 HR

QB2 C64 - 3 HRS

Set Return up for Jungle Colors

TUE 3/13/84

DR - 1 HR

TZ - 3 HRS

QB2 C64 - 3 HRS trying to find color table

Coleco has ATARI
people working
for them
(Rob Harris
is a VP area
VP of SW)Brought
in ATARI
800E 10502 HRS
OT.

WED 3/14/84

TZ - 4 HRS help Robin with graphics
QB2C64 - 3 HRS ~~found~~ found color table

THURS 3/15/84 C64 POWER SUPPLY FOR REPAIR
TZ - 4 HRS help Robin with graphics
QB2C64 - 3 HRS Basic "QBERT AU"

FRI 3/16/84

Q32C64 - 2 HRS
TZ - 5 HRS

DAWN

MON 3/19/84

TZ - 7 HRS CDB - Ape stamp / TZ release apes

TUES 3/20/84

TZ - 7 HRS

" TZ punch hunters

sent
TZ (032084) R13

WED 3/21/84

TZ - 7 HRS

TELCON 3/21/84 with Phil

- End of Game - blank TZ
also blank objects too

sent
TZ (032184) R14
to Coleco

~ Make

~~can~~ We

might make

enemies change

depth levels quicker

COLECO
ACTION

→ - Phil will get better explanation to
"top of cliff"

Coleco
Board
Fixes
over
phone

3/22/84

TZ - 7HRS

3/23/84 **FRI**

TZ - 4HRS

QBAC64 - 3HRS

decision not to
use Multicolor mode

3/26/84 MON

TZ - 7HRS

3/27/84 TUES

TZ - 7HRS

ADJUST

1) ~~RANGE OF~~ SNAKE STRIKE TO BE
SO THAT STRIKE ONLY
WHEN TZ IS WITHIN 16 PIXELS
SO NO X MOVEMENT

2) CROC RANDOM MOVE UNTIL
TZ ENTERS WATER

3) WHEN TZ SHOT FALLS OFF SCREEN
AND SCREEN RE-INIT

4) TZ IN WATER SHOULD ONLY BE ABLE
TO JUMP WHEN HE CAN LAND
ON BANK OR TREE

~~8~~ (IN GROUND SCREEN JUMP ANYPLACE)

~~8~~

PLEASE SEND RUNNING RATES

SENT
TZ(3/27/84)RIS

WED 3/28

TZ-7HRS

THURS 3/29

TZ-6HRS
QB2C64-1HR ATARI 800 to C64 link (75232)

FRI 3/30

TZ-7HRS

Coloco 40%
3rd Q 83
Royalties

MON 4/2

TZ-7HRS

TUE 4/3

TZ-5HRS

sent
TZ (040384) R16
to Coloco

QB2C64-2HRS

recon Phil Tata @ 4:10 PM

Make Croc more dangerous

to Make vines more useful

make TZ swimming speed slower
croc speed faster

Ruins - Color drawn out Beasts

Cap - ~~Beast~~ ~~ape~~ keeps stunning TZ - can't
get out

Wed 4/4

QB2C64-3HRS

TZ-4HRS

see next page

Telecom 2:20 PM with Phil Taterengyski
Water screen

- X → ~~XXXXXX~~ X - always have 2 vines
- X ~~XX~~ - increase ~~cro~~ speed
- X - T2 speed - slow down $\frac{1}{2}$ of present
 ← (swim)
- X - Jump length - fine tune in order
 to hit the vine (more
 skill ~~is~~ needed)

→ Graphics (Cliff screens) Up & Down

- Background color change every
 few lines

→ I think about 1K or less bytes left

End of game

Music (as per Todd's doing)

Color change (unless music is good
 enough)

X → Freeze ~~the~~ T2 ~~off~~ & Freeze enemies

Bullets -

- make them bigger
- maybe more pixels wide
- T2 hit - ^{LASTING} make him fall to ground
 if hit ~~of~~ shot on tree

Cliff Up -

- Rock hits ledge & bounces to other side
 & goes through can we make
 it in fact of arc wide

→ ~~XXXX~~ - Rocks a little smaller
 reduce diameter 1 or 2 pixels
 this would fix bounce

CAMP - cage better looking

Croc lute sound

SKILL level # tail of score - ^{LAST PAGE} take it off

Music 1st Couple seconds ^{at power up} ~~take out~~ ^{RAM} too static-y

Open Ruins

- Levels 3&4 (top levels)

walking in air

- TZ can punch up in water

~~also standing depth 3 near tree~~ ^{remove} or make it do no punch

only do punch up while climbing

CAMP & RUINS

ape escape ^{LAST PAGE} too fast - 1/2 speed

CAPT

apes begin escape ^{LAST PAGE} from too low

CAMP - Can ape be higher - NO

2 things not on list

Lengthen enemy stun time
hunter in particular

Multiple stuns to get points

- points for only 1st stun in screen

- make them more aggressive
each time stunned

(reset to DIF @ Begin of each screen)

Beast man fall - put in brief pause before
Then fall -

ie. CAP second cage punch
makes him keep falling

Reins also

Maybe fall back a few pit
before falling

Prefer extra fun tuning rather than hurrying

- denters walk
- Gorilla software used for other masks
- T2 falls if climb off something
- Moss appear closer to center
- Cliff top gameplay
- No BOR level 5 of Ruins
- Cliff w/ snake
- INVIS SCREEN

Phil

Thurs 4-5-84

Parker Discussion - 3 HRS

- Doug Detroy @ Spinaker

— ~~map~~
—
—
—

1

IBM, COMMODORE, APPLE
COLECOVISION

Andy Bergman @ ACTION GRAPHICS (Chicago)

have sub-subcontractors

do work for Activision

~~BE-~~

GAME SCHEDULING ESTIMATES - 1 HR

TZ - 3 HRS

BOB

- ✓ - 2 vines always in water screens
- ✓ - slow swim to 1/2 speed
- ✓ - don't blank TZ on enemy
- punch up only on climbing surface
otherwise punch to side

TOPBOT

- ✓ - only land on vine at POS 1 or 5 of vine

RAM

- ✓ - initialize sounds @ Powerup

WASPAGE

- ✓ - TZ fall if hit on tree
- ✓ - Remove DIF into last score digit

(

FRI 4-7

BOT - ✓ FIX PUNCH UP
 ✓ PHASE SIZES (LVL=4, 2=5...) PHSIZE
 ✓ REMOVE BEAST GROWL

RAM - ✓ INIT TUNES

BOTSUBS - ✓ change ~~the~~ height of climb in jgl so
 Tz needs to use more skill to
 get vine

TOPBOT - ✓ only land on vine 0 or 4 (not 1 or 5)

MON 4-9-84

TZ - 4 HRS

QB2C64 - 3 HRS

- get code working in Background &
 put up Cubes
 - prelim work on interrupts

BOIX - JOP BTP/DOWN LEVEL SHIFT

X - LONGER WAIT AT END OF GAME

LASTPAGE

X - CLIFF UP ROCKS - MORE AT RIGHT

X - NO TZ ANIMATION AT END OF GAME

X - TZ FALL RIGHT IF SHOT ON LEFT OF SCREEN

X - APE RELEASE FROM CAP (Y CORD)

SWITCHBOT

X - FIRST BYTE AT TENT = 0

TOPBOT

X - IN RUI LAND ON VINE ANYTIME

BOTSUBS

X - added OBSTUN subroutine

RAM

X - added ODIF

BOT

X - slow TZ to 0.3 swim & 0.1 run
 X - change for OBSTUN calls

1736 1638-1642
 177 TUES 4/10/84

TZ - 5 HRS
 QB2C64 - INTERUPTS 2 HRS

BOB

- X - RESET ODIF = DF at JUMP TO
- X - FIX TZ ANIMATION
- FIX ALIG STUN

LASTPAGE

- X - MAKE ROCKS FALL AT RIGHT ON CLIFF UP
- X - SHOT SLOWER

MASES

- X - FIX ALIG SPLASH GRAPHICS

SWITCHBOT

- X - SHOT WIDER IN CAMP
- CHAIN
- ~~SWITCHBOT~~

TOPBOT

- X - FIX SCORE TO BE SET UP AT END

TUES 4/11/84

BOB

- FIX CROSS STUN
- FIX CUB, CUP & DB "UNITY" CORDS

LASTPAGE

- FIX TZ CORD TO PUNCH CAMP CRATE

SWITCHBOT

CHANGE

CAMP
 CAP foliage
 CAMP tree → Pole

RE (10/1/84) RIS sent

TELEON PHIL 10AM 4/20/84

- FIXED) → 1) FINAL ^{SCREEN} CAGE - ONLY 1 CAN
BE PUNCHED
- 2) PRESERVE TZ Y CORD
BETWEEN SCREENS
VERY IMPORTANT
- 3) IF NO TREE IN NEXT SCREEN
CANT GO INTO NEXT
SCREEN
- OPTION B) IF LEAVE @ LEVEL COME IN @ SAME LEVEL
FORCE TO GROUND

FIXED → 3) CLIFF - UP 1st TZ DISAPPEARS
HIT BY INVISIBLE ROCK

FIXED → 4) TONE DOWN CLIFF COLORS
THEY LIKE SIDES THOUGH

TARZAN TM EDGAR RICE BURROUGHS

ACTION

- TIME YCORDS ^{TODAY}
- SCORE ON COLTECOVISION VCS
ADAPTER OK

NO OBSTACLE OK

4/23/84 sent TZ (042384) R19

~~4/23/84~~ Known bugs

- 1) Croc initial mask (in each screen) = junk (only 1 screen)
- 2) CUP has jumping BOT if 2 rocks bounce while TZ is jumping
- 3) ~~RED~~ JGL BEFORE RUI don't need to be off tree
- 4) CAP apex screen stretches

4/24/84

TZ - THILS 4 CHANGES FOR R19

- * 1) TV ROLL IN CDB
- * 2) HUNTERS SHOT MORE FREQ.
IN HIGHER DIF LEVELS
DON'T SHOOT IF ALREADY AIRBORNE
- ~~3) SOMETIMES JUMP PAST MIDDLE TREE
IN JGL (GAVE AS IS)~~
- ~~4) CAP - BRANCH HIGHER OR JUMP
TO EDGE FURTHER~~

8344=1

DIF	AND RNDM
1,2	CO
3	80
4,5	00

* = changes made

Ship R20

MYLSTAR w/ Ron Durbin
Used by OBEKT

16x16 bit
62 sprites IN ROM

← 240 →
↑
Background 256
↓

32 rows 30 chars
8 bit x 8 Bit

256 char set
in ROM

4/26/84

Phil called - Bug in REV 20 TZ

IF Tz hit by shot while
releasing ape
in CMP

- fixed by checking
if Tz skinned
before releasing
ape & moving
ape color to
page before

4/27 FRI

SHIPPED
TZ (042784) R21
TO COLECO

MON 4/30/84

FIX CDB bug that

causes T2 to be able

to go to top of chain &

punch all 4 crates at once

by letting T2 climb

only up to \$F0 - 1WIT = D8

and top Y on screen (ALLOWED) = E1

must be
odd to allow
sideways climbing
at top.

also crunched code by

- 3 1) Remove "C@4" chars at begin
- 2 2) removed RAM WIT reload A
with same as X
- 1 3) change CR#0 to TYA
in MOVEOBS

6 bytes

SHIPPED

T2(4308)K

22

TO COLECO

CIRCS 26,5

CLOSE

NOT OK, MATCHED BUT

42500

35

R.F.W.

6-7-84

MONTEUMA Released

Jim returns CES comments

word
~~INT~~ MASK []
 -1 end of list
 -2 skip
 pos #5 = mask #
 0, 1, 2, 3...

mask # points to \rightarrow y size (1 byte)

x width in words
 (1 byte)
 unadjusted \leftarrow mask follows
 other 3 (10 for apple)
 make adjustments

~~INT OX []~~

0 - 139 apple width = 14 to 0 - 135 \rightarrow 288
 0 - 320 IBM width = 30 to 0 - 288 \rightarrow 250

~~INT OY []~~ $37/2 = 18$

See
 page
 56 for
 correction

$$18 + 0 = 18 < X < 288 - 18 = 269$$

INT OY []

$$0 < Y < 200$$

`wrSync()` wait for vsync
does nothing on apple

`morqb()`

erases and moves
all objects

`rstvid()`; resets video

`exit(0);`

`getstat(c)`

int c checks for key, returns c = ff if key
c = 0 if no key

`gbint()`

1) initializes video 2) clear screen

3) initializes masks 4) init ~~cube~~ ~~all~~ OCVBCLR = -1

~~putcube()~~

puts cubes on screen

~~put cub ();~~

put cub ();

Compares
holder list of old CUBCLR & CUBMSK with
CUBCLR & CUBMSK
puts up all changed cubes

INT CUBCLR[]

26 ~~long~~ words long
contains values 0-23

CUBES [52] words

24 possible cube
color combos

INT CUBMSK[]

26 words long

contains values 0-8

0 = stationary

1 = rotate back 1

2 2

3 3

4 rotate right 1

5 2

6 3

7 blank - for blinking

8 wire

INT OCUBCLR[] old CUBCLR

INT OCUBMSK[] old CUBMSK

6-11-84 Parker Mtg with Louis Marbell

VCS: Done 7/31/84

[INSTALLED BASE > 12 MILLION]

Need 5200 & Colecovision to hold slot for VCS

because game systems are separate from

Computer systems @ Sears
Todd Needs to Do sound crunches through

If any MUX routines are done, send to Parker
only MUX 1 deep (30Hz)

MUX version in 1 or 2 weeks

6/25 1 player game

Rat played by other Joy

C64

Turtle

Bonus time

Random time on cube

→ 6/25/84

But Do 400/5200 1st 7/9/84 is 5200

so C64 7/16/84
could add more but ~~would~~
add more time

Zoom cube < 1 week

Cartridges over the weekend 6 weeks lead
on Chips

Disks in 1 week
done in Chicago

Packaging in Salem (10 miles away)

IBM PC Middle of Aug (8/11/84)

PC JR wait until PC is done
maybe JR won't be done
doesn't get sold much

Apple

Parker ~~will~~ (Louis) will attempt
to get Tech notes on IIc
(also try for 1800 atari
and MSX video tape/disk
interface)

II II plus IIe IIc

Usually PC \rightarrow PC JR (JR is half as fast)

6-14-84

Put in VCR/VIDEO GAME INTERFACE

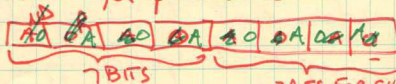
6-19-84 Tuesday

- SPEECH PROCESSOR IDEA should be put
in Today



Blank frame (as big as biggest)		frames	lines	Reduced
Slide 4 NO		13	(15) 52	28 NO!
Sam 4 → 2 ↙ ↘		13	(15) 52	26
Hopper 4 × 6 colors → 2 & 3 colors		13	(16) 312	78
Greenball 2 1		9	(10) 18	9
QB 8 4 ✕		15	(18) 120	60
Rat ball 2 1		13	(15) 26	13
Rat 8 4 ✕		23	(28) 184	92
Cussbubble 2 → as big as it needs to be		18	(21) 36	36 SPECIAL CASE?
"Trempo" 2 2 animate		13	(16) 26	26
"lean" 2 2 "		13	(16) 26	26
trampoline 4 2 sprites wide (14 pixels)		8	(9) 32	NO! / DOWN 2/6
QB spin 6 NO		15	(18) 90	NO!
Turtle 4 2 ↙ ↘		7	(8) 28	14
			982 1002	<hr/> 330

Need 8 bytes per line



Also need 7 different shifted masks

$$1002 \times 8 \times 7 = 56112 \text{ about } 55K \text{ mem}$$

$$330 \times 8 \times 7 = 18480 \text{ about } 18K$$

$$+16K \text{ screen}$$

$$48 - 34K = 14K \text{ game}$$

7-18-84

-hoppers / green ball / slick working but
BUT only using 1 hopper mask

- ~~BUT only using~~

Tried to add all mask but memory overflow
up tile now was origing

@ \$6000 with low code size

But now code is \$5xxx long

so temp fix of jump to \$6000
at end of downloading code
on apple

- Now for how I hope to download
code and put it on disk then
LOAD & RUN IT

COMPACT will assemble code from:

cseg \$800 - \$1FFF code (size = \$1800)
\$2000 - \$5FFF holes (rmt 16384) for graphics page
dseg \$6000 - \$BFFF code / graphics masks. (size = \$6000)

~~when~~ when sent to the apple, the apple

will do following:

download		address in apple
\$800 - \$1FFF	→	\$800 - \$1FFF
\$2000 - \$5FFF	→	byte bucket - goes nowhere
\$6000 - \$BFFF	→	\$2000 - \$7FFF

then the user may BSAVE CUBES, A\$300, L\$7000

OR RUN @ \$800

when RUN at \$800 the code will
move \$4000 bytes from \$2000 to \$6000
and then RUN the code

(actually, it will move \$7FFF → 8FFF
then 7FFE → 8FFE
⋮
\$2000 → \$6000)

so the image will be compatible with
APPLE DOS and will not
overwrite DOS @ \$9000 or up

8-22-84

ERNIE VAN HOLTEN OF PARKER
CALLED AND SAID

- 1) EVERYONE WAS LAID OFF IN VIDEO GAME
DEPT. (INCLUDING LOUIS MARBEL)
ONLY 2 PEOPLE LEFT
ERNIE & 1 TECH.

- 2) Will not pay development - only lining completed
games

8-23-84 MTA-

Parker - They are taking more back than selling

\$1.50/hour billable for Coleco games

- 1) Pet Person game - doing it for client
- 2) Persuading Random House etc. to find work
- 3) Technical S/W

A) Preserve salary & employment

B) INTO NEW MKT places

senior props will look

graphics & S/W expertise

There will be game MKT openings but? where

not as we knew it

Educational, etc.

{ everyone is }
disamaged

Death Star

2200 Unites...

negative royalty again

\$3500 Real Q from Coleco

IMAG 10 & ACTIVISION down the tubes

★ SMOKEY cancelled - TIMEX selling out to Japs.
"Citizen" - low end.

Not Quality implementation just Upper Mgt
is why cancelled
Will Try USA, Markline & etc.
for royalties.

* Michael & clod. Design coming in

↖ Back logged to new hire @ end of month.

Undertable income as Pseudo royalty.

Epyx / Apinater / 3 publishing houses

Survival Games

Major Mirror - Developed by Frenchman
Leaves taking 3m Trial in 1 month.

Merilee & Egon
We will do Production engineering

IDEAS

- Radar receiver
- Robot with shooting
- Disney

8-27-84 10:30 MTG.

AVON

61

\$60

3K pieces

2600 → 2900

~~2600 → 2900~~

20th November
next 1st Q 75

Peter Aprague
Don

See → -10

Heavy with beard

will be presented Chairman of Bd of AVON tomorrow

5.5 Million in deal

\$2600 × \$2600

Royalty through Aprague - Before Jan on 1st 200 units
may not be 45% to company cash
flow can be upheld

Salary structure redone!

Will also be doing a table top rear screen projection product
same terms

Came in 1 month ago

No Competition now - but may start 6 months after it comes out

- Magic Mirror is also doing good

Note: None of these have S/W

- S/W

Company broc stopped due to Video G. drop

2 broc.

- Comp

- Tech (S/W)

Specialties -

Real Time

Firmware

Drop Joe Gordon - Commissioned Sales for Technical

What Co's to tie into.

Tat's Using WES Motor Controller

- Leslie valves (Frank)

- Larvegon

Auto
Disney
Call fractions

8-29-84

2:52PM MTA WITH RON DUBRIN, RICK, ROGER, JIM, & HENRY

Random House S/W (Electronic S/W?)

Brain Power -

Keep mind fit - Mental Exercise

some Daily - some Weekly

8 modules - each an activity

5 modules 3-4 minutes

15-20 minutes per day

3 modules (weekly) pick @ ~~own~~ whim

15-30 min each
Results - feedback graphic & numeric
for each week's progress
may have a limit of 1 year

Will not get bored - short sessions
modules don't change much

3 - IBM^{JR}, APPLE, C-64 disk based

160K per disk ÷ 8 modules
≡ 20K per module

Not Entertaining as much as video games
based on Thinking - more appropriate for Adults

NOT JR.

(maybe compatible
though)

MAYBE ALSO ANOTHER 4th
VERSION FOR IBM-JR
MONOCROME

see p.3

8/31/84

Chris laid off !!!

SOMETIME IN WEEK

SEPT 3-7 1984 NEW
DRAFTSMAN STARTED
JEFFHAVEN'T BEEN INTRODUCED TO HIM
YET (THIS IS 9/11/84)

9/6/84

Finished apple II Q*berts Qubes
with PBMAKE protection utility

9/7/84 Friday

Schedule Est. for "Pet Person" ("ALPHA")

Est. for Ron Dubrins Brain Power given prior

9/10/84 JIM thinks we have "ALPHA" contract

Called Walt Disney Co to see if we can
do sound design/development for them.
They asked us to send brochure to them

9-12-84

WORK ON LISTING C64 DISK FOR C64 Q*berts Qubes

L

AMAC

D:Q.SRC X L=P:

PUT XFER disk in DR:

L

Q.OBJ/N

L

DR:XFER

M

5000 → (screen RAM - who cares)

on C-64

LOAD "C64GET", 8

LOAD "AC64", 8, 1

RUN

LOAD "MONITOR.C000", 8, 1

L "CHARS", 0, 8

S "QUBES", 0, 8, 3000, 7400

L

MEDIT

D:Q.SRC

edit ↑ ↓ → ← Control 8, 9 page up/down
option EXIT start

9-14-84

- Rob Harris Cole

Bonus:

- almost \$2,000 INITIAL KID VID

also another after game is out
for programmersound
artist

He's doing
Cabbage Patch Cdt
They are letting out much work
They'll be doing BUSINESS & EDUCATIONAL
for A&M than clones
for other systems

- Gerry said a few weeks ago ACTIVISION gives \$30k to designer
initially

9/17/84

- JOHN SEEVERS CALLED 1st TIME

- GERRY SAID PAUL MADE 40K when he left Loran
royalties for SP JOCKEY 50K 8K FIRST VEHICLE

9/27/84 1

PROP WORTH 80K

1st MORTG BAL 50K @ 9%
500/M

EQUITY: 30K

6 PAYMENTS BEHIND

 $\$500 \times 6 = 3,000$

get a credit card @
each bank
can borrow @ 10 point
buy foreclosed real-estate

What do U Need to start

- No License - only to sell (represent)
- No Credit
- No Experience
- NO MONEY \$10 - Never risk home's credit
- Spare time

Buy RE locally until
getting portfolio
takes effect - have
to go out & do it
to be motivated

Can only buy so many
rental properties
RE sales need to
sell to other person

No Down payment -

Seminars 18 months later
Advanced financing
& RE investing

Tom Vu 1975 17 years old Saigon Vietnam
to Philippines
age 18 - bus boy

26 yrs today Multi-Millionaire

Timing

- Vincent Economy
- High UNEMPLOY
- High Foreclosure Rate
- Open for bargain Prop

Pamphlet - inside cover

Must take a risk - someone bought too expensive property

LOW PAYMENT/INT RATES ETC.

CONTENTS 1-10 2 days

find people before they foreclose

MLS realtor will help if you make them \$

Rich Saigon 2 Mil in last 2 yrs.

30 props - only 3 ok

1 15,000 20 days

2 12,000

3 9,000

went after 12K
due to fear

F false
E evidenced
A appearing
R real

RE 3x Value in 10 years
Knowledge eliminates fear
w. risk
ask

Close - \$1000 check { \$ → seller 1st 1/2 mo
 seller → \$ 2nd 1/2 mo
 1st part of month 1st 1/2 year
 nothing to do with
 pro-rations impending
 Close on right day

Buy \$100,000 sell Tomorrow for
 \$100,000
 and make \$2,000

wrap around Mortgage - refinance

50,000 8% 10 yrs ago

IMPROVE 30,000

80,000 14.7% made extra % on 50K
 use old loan to make \$

100K 10K down
90K loan - 5 yrs 9% FHA Denning man etc

100K next day

lizer - calls broker → call franker says
 put 10% down

100K
10K DP
 90 14.7 \$3,000 37% deficit ratio for next 6 months
 & credit cards etc.

No Qual / No Loan for 60% for 25 yrs
 fixed

New buyer 12%
9% to you

$$2700 \times 25 = \$72 \text{ Debt Reduction}$$

put 10K down
got 10K back

62,000

if buyer has no ability to
pay in grad

prop is worth \$

Buy Prop with no \$ (has been going on 50 yrs)

15K on seminars

only way is to accomplish need of seller

50K Prop long equity position are to
your

10K 1st Mortgage

30K refi

Needs 20K cash can finance 20K

write offer not take in person

Seller to obtain & qualify

20K 2nd use his credit

50K
10K 1st

20K cash 20K

30 1st

20 2nd

he takes care we'll be
paid off

no cash DP

#9

TAX ADV

0 tax bracket
 installment sales
 8 wks ago news -



even though \nearrow 40 yr depreciation

value / 40 yrs = tax advantage

now 18 yrs

value / 18 = tax adv

now its twice

6 fig 0 tax bracket

if 30K or less

400-600 each month



100K

12 months 30K

0% taxes due to ~~the~~

max
 accelerated
 depreciation

Can use TAX
 shelter back
 over last 3 yrs.

#10

Once you have it & keep it
 Personal Corporate strategy
 incorporation does it

Teach laymen

Instructor
 Albert

Financial

Winners

Most energetic become disciplined

"I can"

keep try / persistent

I'll do it now

ARE THE SOLUTION

MOTIVATE YOUTH SUCCESS

HAVE ALTERNATE PLANS

Whatever you do in life, ignore the losers
 Make success happen. Because YOU
 deserve it.

5 pieces property, last 7 days

LOSERS

Time waste Complains
 Talker

"I can't"

Don't blame my

all do it later

Part of the problem

Want you to be like them

Makes up excuses for failing

10-1-84

Q * Bert II - Ernie Called Today

30K to pay em fee Sylvia said Jim said

C64 } one disk
ATARI 400 }IBM } one disk
APPLE }

MONTX VCS (US) IS OUT BY 95% X'S

also Mylstar went JS
bankruptErnie called (indirectly) VCS & CO. COVISION
GAMES MANUFACTURED

MTA 4PM

Activision down to penny & \$1. down from
\$16 initial introduction

PP game - "wild!"

Sylvia - new idea for software directions - Jim
will take to Rich & terms of Parker

Big Top presented in November - for Parker

end of Pipeline and then will wait something for CES

Smokey - Aluminum tool not steel as prod needs

MATRIX } big programs
Dunhill (ALON) }

AT&T proposal - Case work for MSK submitted?

Major Med - (Coagulator timer)

Phone Meter - Jim considers it "Dead" - We have
best team & price

Major Mirror - Waiting for Contracts from Attorneys

New Company - Patent submission to Lawyer - Pressure Transducer
10m idea.

10-1-84 cont

Bill Taylor waiting to come over here
Really to Roll - Need development
on mechanics

Self-made here software ideas made by Jim
re-addressing to other graphs

Publishing Mkt

general

South & W markets

Ron Dubrin - Price too high - so they are
having own group do it
future quotes will probably not
be done

AVON - may be turned into
portable with screen built in
Rear Projection VCR built in as
module

Tight Schedule - problems - we are due to release
today we probably will at 11:57 PM

we will be working with Dunhill to rope
next generation but no contract for it.

Nothing Proprietary - Case work is our design patent

Unfortunately drag fact on P.O's and \$

~~for~~ Royalties not until end of 1st Q on
1st 200 units if they get

out in November (agreement
is written but it isn't signed yet) 1 person dragging
fact Donahue (last) Peter Sprague would fire
Vincent Donahue is good salesman

DRAWINGS GOOD

WILL GO TO MATH COLMS TODAY.

AM/PM SUN/MOON - NIGHT DAY

1CONS

BOOK ON PET PERSON

11-13-84

11-14-84

- MAN 2 OR 3 PIXELS HIGHER
- DOORS HIGHER
- WINDOWS/PICTURES TO FILL UP SPACE
- TOO SCHEMATIC/LINE DRAWING
- NOT SEPERATE FROM BACKGROUND
- PUT BORDER NITE/DAY CHANGE
- MORE VARYING FLOORS - TOO MANY
- BOYFRIEND YESTERDAY - COUPLE WEEKS BEFORE SHE GOES BACK

11-19-84 John Seavers of GLOBAL
TELE
SERVICES
(GTS)

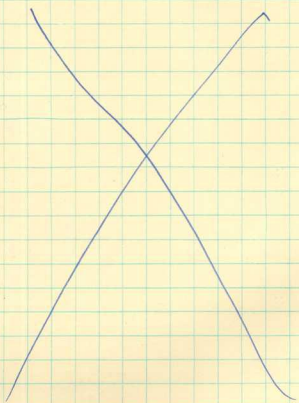
called with AT&T JOB IN
HANOVER/MORRISTOWN
ON MORRIS AVE/ST.

Chin@ \$30 \$38/HR C programming with some
8086 asm - telephone
switching systems but would have
to give 2 wk notice

Also 11-19-84 Bill Taylor Started

Roger off - Week between 11/26 - 30

11-23-84 3 yrs at Wickstead



Roger 40K

me 39K

10-9-84

Salary raise 11.4%

- Nothing again for 1 yr.
- No bonus at Christmas
- Company no profit in past 3 yrs so no pension investment

before earlier next year

- New Company - waiting for Bill Taylor & spare time - could buy into it

Tom & George - full time - Jim came up with an insurance policy add "work TOM"

- Royalties reduced to 35% for a while & pay add "work TOM"

- AVON \$2600 x 2.5%

10% investment could go to \$10

x 3,000 units x 35%

split 13 ways =

but no contract yet - also ~~was~~ have had conversations about other products to follow

- ALPHA no royalties ~~on~~ on C64 but if other systems are done then royalties

- BIG TOP if sold then royalty but it's invented so 30% among staff

16/10/84

ask for LOW 40's - Jim said no royalties then he said 60K (referring to Chris) I can be a golfer if I want & played it down - if I made 40K low only TOM & I ^{in GERRY} I think ~~we~~ would make more. Asked what I started at - I said 24K but I was underpaid -

he told him 40K over target 15% raise
he said he thought I got 15%
I said 11% - he wanted 10% for 10% but Rick had taken it.

Apolo & KENNY
Draftsmen not doing heavy work
always 60K

Said Sylvia complained with 30K being too low - how much is TOM worth? he asked - I said more than me - He said alright I'll tell Rick to call at 40K

soon thereafter Roger thinks Wes makes 40K - ^(Roger) he thinks I make more than him now - Rick told him he doesn't know what happened in MTR on 10/10 I suppose SYLV-30K TDD 35K 2003, WES I-40K TONE GERRY 45K - did let on that 40K is more than we make to Roger.

10-17-84 Made print of VITE on Word Processor & entered then pages in notebook

10-15-84 3:30PM

LA Client - idea years old.

He are surrogate parents - he the father
Malcom Not programmer or technical

Character & he most important

Attending:

Malcolm Kaufmann
Roger Booth
Henry Will
Robin McDaniel
Todd Marshall
Jim Wickstead

Personality -

Age group, programmer
Humor - Life - Comedy
Prior w/dexterity & high skill

"Rich" would back him up on humor

They are graphics as they are - Robin -

Jim - "room in man" - would like to use binoculars

Robin showed up hole house as it is like "ant farm"

Jim doesn't mind scraping it for better

OUTDOORS? ^{will} Ask Rick

We need room to develop physical Personality
(make things larger) (MAKE LARGER)

Don't do anything just because Malcolm said
We call him "Fred" (Fred Estair - ~~fred~~ Distair)
SPEECH

Coded symbols - upside down steno

"Rick" is artist / sound developer ^{engineer} employed by a game
company - so HIGHLY CONFIDENTIAL

Not going back til Thursday evening from NY

Jim back 4:15

→ MODEM not set up - so send disk air freight

Malcolm -

Next 4-5 months - get individual segments to work
beautifully - so Zoom could be enhanced

"Like a dog - Can't change personality"

"UNKNOWNLY" Consumer determines personality

me.

→ Maybe men utilization estimates

Must be done in March with list of what goes into 2nd 3rd 4th

MILESTONES

maybe ask user lots of questions ^{seemingly} determining personality and then do nothing with it

Jim - "Maybe only one person should define his personality"

→ "Must pre-define all animation sequences ahead of time"
 Jim - "branch chart - some events totally random"

Time:

how long does he sleep - Out of sync with us

→ Maybe ~~user~~ ^{me} user could ~~see~~ have access to a few hieroglyphics to see how he reacts

Maureen

Other than typing

Maybe only a few keys for user to remember to stock refrigerator / add water

for
 19 PC's

Seperate keyboard mode?
"Work it out"

SAVE PP

New Technology Programming Techniques
R&D partnerships

Refer to things as trade secrets (Codifying)

Next time - written description of things
he does & does not do

Keep track of what cannot FIT here ~~and~~ but
could fit in future

Jim "Would like to make one Port chart with no
revisions"

Jim "Programmers try to go by written description"
"Would like ~~more~~ More positive approach to ~~us~~ us taking over"

AMOA coin-op show - Chicago next week - Rich
will be there - maybe he could stop here

Modern

1200 baud-

Raeal Vadio 3451

Was at MT earlier today

Guy is 21 high 12 wide
so bigger means

4
count

em

4

spites

2 million 11's

October 29, 1984 Monday

9:50 AM

Alpha Mtg with Rich

1) Film antfarm - not doll house so
confine to just house


- Autobiographical

- Fine line between cute & comical
more important \uparrow

To Kids & older people \leftarrow make it

look smart -
cute might overshadow
smartness

HPG 400's hard disk develop where
he works - has an apple

- No look as in ? because too much rearranging - arm is good
- Computer OK - but not cruddy
- Sounds - background like fish tank / radio
maybe not footstep but other sounds
- Disks of iron - bally - take look at
like "sark" looking around
- fractals $\frac{1}{2}$ functions  mm
- Compression of day? Shorter than 24 hours
3 hour day cycle
- Disk save - hibernation - as is

- English letter - Malcolm's idea
- Fred Estlin - Rich
- Moods, habits, desires - ^{eg} hunger play with random added
- "Needs" - cyclical
- "Desires" - increase in probability
- Matrix - from linguistics / alatoric music
can use other methods

Born - every pet different (Egg - Rich but anything

is OK)
Dog - adds activity - dinner

Interactive - Hand hook → Activate certain things
water, food, presents, get
can't stick hand in fish bowl, could sprinkle

Taking - doesn't have to be in ^{food} sky
use images for talk, dream, think

- Symbols
hearts, money, signs, represent him, owner
grab few words from input text -

- No speak - expressions though is OK
UH HUH
UH UH
OUCH
LAUGH -

- Getting sick - doesn't need to be there - causes you
to have to interact
indicator on refrigerator - tap on glass

- mood - can last for days
3 or 4 global flags -
- Some change moods fast or slow
 - Window on personality - no one gets an always depressed one
- * → New events added every X hours total time
take out erotic dreams
 - Clothes - he doesn't know sex limitations
work at home job
 - Blocks dynamically located about house
or sculpture
 - trip of dog - bump into talk
- * You playing with him makes him more happy
 - Dog can bark - stable - meander
different sounds according to Birth
 - Phone could ring - friend calling
 - Mirror reflection
 - Things outside windows
 - Could bounce on chair once a week
 - Take on emotional thought
 - Dynamic Matrix - no sentence structure
lagovic rather than deterministic
 - Input - changes random seed
Keyboard dictionary
 - Clock - Shows it running
few things why happen in spring & fall etc

- new event - ^{could} see what has happened
(data structure)

- Symbols not linear like sentence -
matrix - certain orders/frequencies

$\frac{\Delta}{O}$ for a while then change
clock, heart, "LOVE", "?"

its important

- Originally (1 1/2 yrs)

- Mystery keys $\frac{1}{2}$ -

Available on phone via Malcolm

68000 DAC

- Lots of facial expression

- Looks like real thing - move only 1 or 2
pieces of furniture

Atty

12-6-84

MTA WITH RICH GORD

BLUE ABOVE HOUSE

Blue has helped alot

DEFINE A TASK FOR EACH
OBJECT ALREADY IN HOUSE

MAYBE 1 FOR EACH CLOSET

Go in one door, come out other

Put ~~in~~ Water Cooler instead of
Kitchen door

Filling Refrigerator is an action - Empty/Fuller indicator


Black strip at top OK - but if we think
of a result GOOD

Mood Change if nothing in refrig

Get sick if ~~for~~ too long
point to month

PP has infinite quantity of dog food

Heat house - He goes outside and chops


 or saws (alternates at random)
Gets wood & puts in fireplace



2-2-2
~~10/10/01~~

~~5~~

KITCHEN

COOK

LOOK

EAT

COOK - steam - hand moving - Can put things on go sit & come back

REF - get food - getting mad/hungry

take out trash

get food from cupboard inc. dog food

get utensils - carry to & set table

(S) →

washing dishes - stock pot on side cupboard

eats at table - or sit (optional low priority)

water cooler - get and drink water

- feed dog - dish on floor

Stairs - up & down - maybe carry things up from bottom

LIVING ROOM

(S) →

- sit on chair

- talk on phone

- Pat on head - pat on head

~~read~~

- turn on light for reading

- build fire

- go out to get wood

- ~~eat drink smoke~~ & upstairs at TV

- vacuum - closet under stairs

- Play with Dog anywhere - Pat Dog on head

- Dog bring in newspaper for him to read

- Put out dog

you can
 Ring phone
 while in bed

sun & moon
 rise/set

BEDROOM

- Change in closet come out with PJ's
- into bed (Read in bed - low priority)
- shake alarm when it goes off
- reflection on mirror / comb hair
- Calastenicks in AM

BATHROOM

- (S) → - Sink - wash
- shave with reflection
- Go to Potty
- (S) → - Bath

COMPUTER ROOM

- Play on Computer
 - When type on keyboard shows letters on his Computer
 - One char (usually, over head) on screen
- Computer music

REC. ROOM

- (S) → - TV Turn on / off
little animations on screen
- (S) → - Record
- Sit in chair - remote to change channel
- Exercise Dance
- (S) → - Piano
- TYPES / WRITES - Carriage - paper scroll
- ANSWER PHONE (mail - low priority)

- file cabinet - open
- Rolling chairs
- Show feet under desk

ACTIVITIES ANYWHERE

- PLAY WITH DOG
 - TALK / THINK / DREAM
 - Clean
 - make bed
 - dust
 - Walk around
 - YAWN
 - SCRATCH
 - SNEEZE
 - Carry unknown objects from one place to another
- PLANT - starts small and grows - he puts it out then gets another
- Water plant


Stack tasks for telephone interrupt
Answer door bell

Lift could be given this way

USER INTERACTION

- restock frig
- " H_2O
- Presents at door
- pat on head
- scratch back
- maybe other things - shake hands
- ring phone which moves to talking
- not the only way to talk to him
- he could hang up
-

PRESENTS

- 
 Make door in computer room a bookcase
- Sleest Music
 - Record
 - Book
 - Candy
 - Change Picture
- Needs more things

- Turn on H_2O in Bath
- Ariels on TV
- Nurse him back to health
- Hibernate / DE-Hyber
- Increase odds of certain tasks (suggestive)

11AM His speaking
256 characters

- 1) single word
- 2) subject verb - ~~too~~ I'M HUNGRY, DOG BIG, COMPUTER ON/OFF
IT'S COLD
- 3) subject verb object DOG IS BIG
- 4) verb noun (question) WHICH CUP? WANT DOG?

sentence, sentence, or ! or ?
 $\begin{matrix} \nearrow & \text{is} & \nwarrow \\ & \text{verb is} & \end{matrix}$

? for question


Can have compound words

(adjectives above or below)

□ ♥ ◇

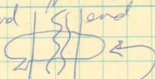
VERB - underline
inverse color
color
BOX

BNF notation for his talking


Bubble
~~talk~~
~~dream~~ 

Think 

dream 

end ^{middle grows} 

for him or left

 for him or right
of screen

~~copy~~

LEARNING WORDS

he can learn words

look for 4 and five letter words

hold 16 - every so often pull in
a word from this list of 16
to use in sentence

hold frequency of word

randomly knockout words

DREAMING

Less structured Random junk
 fast

CALCULATOR

TYPE IN AN EQUATION

HE GIVES YOU AN ANSWER
 IN BUBBLE

KEYWORDSTYPING IN USER CONTROLS

- use control keys
- He "calls" you when he needs water for bath Room
- adjust TV aerial

Make it "Hooked" so we can change it if we want to

Could be:

- control-key,
- "W" in quotes or
- toggle mode

Yes / No key body language

↖ ↗
o
h — I don't know

shake head

Save on disk / Hyber / DE-HYBER

flag - if you didn't hibernate
him he ~~is~~ is in bed
sick next time you
turn him on

KEYWORDS

~~PUT~~ EVERY 3 SECS PUT ~~A~~ THE
INPUT LINE TOKENS INTO
A BUFFER - AND set flag
for ?

Sentence maker uses token buffer
at Random for getting characters

TOKENS correspond to characters

LUNCH AT GROUND ROUND
WITH RICH GOLDSTEIN

SOUNDSKITCHEN

Cooking

- Tea Kettle → Interrupt
- Fry pan noise
- OVEN

open close sounds for ref. & cupboard

Sink - wash dishes/water

Water Bubbles in tank

Eating sounds

LIVING ROOM

Telephone

Pat of hand

LIGHT SWITCH

FIREPLACE

Log in
FIRE

VACUUM -

Dog Bark / Yelp / scratch on door / whine

Door bell / open / close

Chop wood / saw / chain saw

BedRoom

Talking silent
No snoring

(spring
sheep
zzz's)

alarm clock

Bed - squeek rustle sheets

BATHROOM

Sink - water

Shave

batht water

brush ~~and~~ sound in tub

brush teeth

Toilet

~~brush~~ ~~clown~~

Computer Room

Hourly chime

Cooking on grandfather or pendulum
Key clocks - computer music

REC. ROOM

TV -

Phone

Radio

Classical

Rock

Disco or infinite records

Piano - improvised

Music clear as to where from
Phone / Piano / Computer

Typing -
scribbling sounds

Birds chirping

Crickets

Airons

Planes / Trucks / Helicopters

Mouse

Rain

Bath tub draining

+ bytes per icon

$$16 \times 128 \text{ ICONS}$$

$$8 \times 256 =$$

$$4 \times 512$$

$$2 \times 1024$$

$$1 \times 2048 =$$

make more than
128

and only 128 are
resident at one
time

then argue under verb
for go!

some are
only blocks of color

adjectives and adverbs above

MTC
 ATARI⁸⁰⁰ 3 1/2 ← 6502 + closer graphics
 APPLE 4 1/2 ← 6502 & but no printer & diff graphics
 IBM 4 1/2 ← different processor & graphics
 Andy Bergman - mid Jan starting

→ 1/2/85 Harold Weinberg (Jobber Draftsman)

→ 1/3/85 started today
 Coleco Drops Adam!

1/4/85

MTC on doing APPLE/ATARI 800/IBM again

ATARI 800 - me proj mgr - to interface
 Apple - latter Sylvia up Robin & Todd

IBM - Roger is proj mgr.

1/14/85 Monday

Andy Bergman started

Came From Fischer Price and

Action Graphics -

Action Graphics -
Did work for Epyx / Actvision
Coleco etc.

Colico etc.

Says Phil Taternynski was let go.

Call from Rich Gold

will be in on 21st
saw last 2 versions

saw last 2 versions

language fantastic - little changes

not enough to mention

Project is going along very well

New Disk by 17th to Malcolm

can have it for publisher

(change MTA date - previously
needed disk by 14th)

needed disk by 14th)

Control A - needs to make bubble go away

away

Monthly Status - Codification

(don't say not original
(proprietary) add
new ideas

(proprietary) add new ideas

new ideas

for 2nd \rightarrow Revised Pert Chart
Prioritized list of

Prioritized list of what additions

Updated activities charts

Final size estimate

Our 5 Questions

1) Disk Protection \rightarrow Rich will talk to Malcolm

2) Shower \rightarrow { increases chance of him }
3) Pitt. \rightarrow { coming }

3) Petting → Commencing

4) Robot Teddy \rightarrow optional tail end (Malcolm)

5) Calendar → optional

Dirty Words - wait for Publisher
 Calculator - Malcolm says No!
 Control Key ideas -

~~RE~~
 LEAVE { Mail
 Record
 Ball for Dog
 Horn to Play
 Physiery Present
 BOOK

Ring Door Bell
 Ring Alarm Clock
 Tap on Glass

Turn on Piano - Maybe NOT

Use keyboard as Piano (interesting but like
 Calculator - ~~is~~)

Use to Teach a tune - Good
 ~ Robin

213-653-9512

User Type put on Monitor - low priority -
 But it still needs to do
 something when ~~the~~ PP gets to it.

Today is Harold's Last Day
 Greydon told him (He found out
 before Jim did)

1-16-85 Wed
 Mtg 1:25 PM

and - VP Operations

End of late 70's

Expediter - Client
 Happy

Mgmt
 Jim's Parallel

Design & Mgt Background
 Jason / Director
 Talented Asset

Also worked in video games

Crissy Home placement

He is an indication we are moving forward

CES

Less attended but more spread out

Companies with "Names" fading

Activision - No new ideas

Parker - Volumes down

Rich Stearns

Waiting s/w out

Fear of failure

Coleco - Had announced demise of Eden
a few days prior but booth
was all Eden

Expected to be out in 6 months of 3rd Q

Cabbage Patch Game - Like Smurf game
we did

1st & 2nd Generation Companies

Spinaker - ~~Sci-Fi~~ Fischer Price line
Problems
(Doug Detrey)
Sci-Fi
Mystery

2nd Gen Companies - New gen.

MINDSCAPE - met Pres with Malcolm Kaufman
we gave him talking with them more
well financedLight Pen - they may get alpha
New (What?)Nintendo - New Hardware - Graphics
light pen game - shoot birds

S/W state of Flux - good opportunity for creative ideas

Circus game - Good Game

Hayden - may contact

Epyx -

Spinaker - Downward trend now

Commodore - New sys
Digital TV
Phones

Unexciting - so room to be outlanding

Genith/Heath - weather stations etc
showed smoke

VP Marketing
"I believe desire to meet with us"
Remote Thermometer

Wondered about Remote Weather sensor

Conair -

Smoke interest

Timex has rights to mold

Tooling may need to be redone in aluminum not steel

Timex is rekindling program interest

Alpha - may be exciting & exceptional product

Big step & Big indication on how Mkt
is to go

AI into interactive system

Telcon & Satellite stuff

Royalty outlook for year -

AVON - once certified by AVON is quite good

"I don't think they're not going to take it"

Circus -

End of Jan - Parker & Coloco royalties due

150,000 units is to selling Video game

Parker could have had Trivial Pursuit but lost it.
Rich Stearns had a poor deal

Parker & Coloco not looking healthy now

Will be focusing on other areas

May be getting other S/W - do we have manpower

s/w

Consumer - Video games
 Technical - Pumps (Medical)

Trying to get Commitment for ALPHA on other systems

We don't want to give impression we are
 taking advantage of the opportunity

mtg with Malcolm K tomorrow

Rich in next Monday

Wainick clean - Mtg next Thurs -

helping find retailing source

Matrix - 4 contracts

8x10

85

11x14

14x20

distast

PCR

Kodak back

8x10

M14

Another for Japan

S/W spec on another product ^{Quick Progress} Proj.
 slowly disengaging from Canadian group

2 outstanding contracts

New Medical group -

Total Bus plan

Stock Option - 6 months

financing through Jim right now

Bill has
 contacts

Marketing profiles - { Venture Capital
 R&D Partnership

Optomoscope

Fine spot return viewer

Retirement - To

Personal like Andy on this

May want to take 40%

10% Escrow - Company (keeps it going)

McDonalds - Peter Sprague - Pending awaiting AVON
 Judge (LW Company) ruled in favor (Don You) Jim Bausang) Today rubin

Jim Rayn - lost out

Foreign market - Video game market is blossoming

Have not got royalty statements

Magic Mirror - John Claude

Contract for Merrill

Hagen & Hagen
Sales (Exxon office systems)

(Dec 20th Jim Mtg with Herman Meltzer)

Japan has hair style & eye glasses equivalent

2:18 PM here

Atari - Pushing VCS

Parker - Q2 for VCS etc.

Ernie not there

Coloco - didn't show Tarzan

Work on disk R9 for Malcolm - made copy for Jim to
Take to Mtg w/ Malcolm in NY

2:40 Mtg with Andy about time estimates

Conversion 10/15 → \$25K Apple to Atari

Conversion
\$10K was where we were at

(2-3
Months)

(Can be
done on
machine in
event)

\$25-40K for other
conversions
new game

5 months per was estimate

2 months IBM 2 months Apple

2-3 IBM (Roger) (C code with drivers from Q*bert & Dukes)

3-4 Months Apple (Denver)

SILVIA

3V - 1/14 → 16 morning
+ $\frac{1}{4}$ 1 - January

NW

5 - 1/2?

RICK

2 or 3 days Jan

~~XXXX~~

①

1-21-85

*

GO SIZE

PRESENT SIM, RICH, ANDY, HENRY
TODD & ROBINDISK-1/6 ~~GRAPHICS~~ ^{STARTED} FRIDAY
HYBERNATED

MUSIC

SHOW ~~AND~~ RICH REV9

DESIRES

NEEDS - CYCLICAL #HUNGER
16 K LEFTCRUNCH HEADS -
MOODS -CHANGE WALKING SPEEDS
ACCORDING TO MOOD

*

CHANGE WALKING SPEED ~~TO~~ SHOW MORE LIFE-LIKE
MAYBE ~~CONT~~ ACCELERATE/DECELERATE

ANDY → RUN TO BATHROOM DURING COMMERCIAL

PERSONALITIES - DIFFERENT FOR DIFFERENT
USERS - MESSYNESS, WHAT ELSE?

* HYBERNATE - IN PIANO

FIRST OPEN - EGG OR BOX HIT KEY TO BREAK IT OPEN
ANDY → DECIDE WHAT KIND OF PERSON YOU WANT.

BUT IF SO, IT'S MORE LIKE A TOY NOT A PET

MALCOLM → PP REFERS TO YOU BY NAME. BUT

RICH WANTS TO GO OVER:

(2)

- 1 ~~NEEDS~~ NEEDS, DESIRES, MOODS, PERSONALITIES
- 2 A REGULAR DAY
- 3 LANGUAGE
- 4 MUSIC

2. A REGULAR DAY

HABITS - SHOW he's driven thru day

do this
9 out
of 10
mornings { waking - P.J.'s (try color animation)
drawers
Closet to change
Come out dressed. - different days = different color
clothes

Before getting dressed could get a snack,
work on computer, get up & go back to bed.

exercised - if he's the type to do them
(regular or intermittent)

~~breakfast~~ (different amounts, there or not there)

share with dancing
could do arobics (dance to music)

breakfast - personality (some people have small large or none)
get water.
cook

Cupboards

Showing amount of food in refriger.

- always open cupboard (pantry) to show amount of food left

Day and night (sun & moon)

darken colors in room

*

C

MORNING ACTIVITY

DAY OF WEEK CALENDAR

Freelance writer (or computer programmer)

COTTAGE INDUSTRIES

(reserve certain activities for certain times of day)

TV for evening, FIRE evening,
bath (AM & PM)

Work areas - (read, type, computer)

SLEEP - DREAM/BATHROOM/GET DRINK OF WATER (Toss & Turn)

AM - WORK COMPUTER/TEA/BATHROOM/TYPE

AFTERNOON - PLAY

EVENING - RELAX IN L.R.

DOG WAIT AT DOOR IF HE'S OUTSIDE SO WE KNOW
THE S/W IS STILL OK

PICTURE AS A PRESENT

- SELECT PRESENT TO LEAVE (WHAT ABOUT 2 MANY PRESENTS)

- FOOD AS A PRESENT (MAYBE WATER)

STOCK SHELVES

THROW PRESENT IN FIRE -

- LUNCH BREAK -

STARTS NOT TAKING PRESENTS AFTER A WHILE

KNICK NACKS, BOOKS, RECORD, FLOWERS

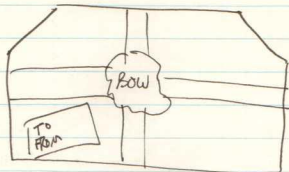
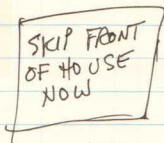
MAINTAINANCE

- OPEN BATH - OPEN THE FRONT OF THE HOUSE

PP THEME SONG

Bow
 DAYS $\frac{1}{2}$ - ANDY
 1 - ROBIN
 3-5 - ME

(4)



WILL NOT BE HYBERNATING ON OPENING

TALKING

ADD ENGLISH/ICON DETERMINED
 BY NEEDS (HUNGRY)

NOUN/VERB TYPE SEPERATED

USE OTHER WORDS BESIDE THOSE ENTERED

OR FLAGS SO SENTENCES

MAKE SENSE

TALK ABOUT THINGS IN ROOM

THINKING SHOULD BE BETWEEN DREAM & SPEECH

SOUND ADDED DURING TALKING (RICH-NO, MALCOLM-YES)

YOUR TYPING SHOULD CAUSE HIM TO STOP

AND RESPOND (90% OF TIME)

LOOKS AT YOU -

(5)

USE RANDOM SPEAKING STRUCTURE
 ACCORDING TO PERSONALITY/
 NOT AS HE GETS OLDER

CHANGE OLD TO:

BECOMING MORE FRIENDLY
 AT FIRST A LITTLE ALLOOF
 #

SICKNESS

NOT EATING
 NOT DRINKING
 NOT ~~HY~~HYBERNATING HIM CORRECTING
 NOT ENOUGH SLEEP
 RING ALARM CLOCK AHEAD OF TIME

WHAT DOES HE DO

PJ'S
 GREEN/GRAY FACE
 THERMOMETER IN MOUTH
 DOG AT FOOT OF BED

DIFFERENT GRAPHICS/COLOR CHANGES ACCORDING
 TO BIRTH PROCESS
 PICTURE ON WALL

(6)

SOUNDS/MUSIC

PIANO: IMPROVISING WITH USERS TEACHING
 HIM A SONG - JAZZ

RICH → HEAVY BASS OR CHORD LINE MAKES ANYTHING WORK

TV:

RECORD PLAYER: DIFFERENT TYPES (CLASSICAL, COUNTRY) 5 DISTINCT TYPES

INTRO SONG:

COMPUTER MUSIC: BOOPITY BEEP EVER CHANGING

DOG

EAT, SLEEPS, RUNS MAYBE PLAY 1 GAME

PP → SCRATCH, YAWN, SHRUG

DISTINCTION BETWEEN: 1

NEEDS: EAT WORK, ETC. CYCLIC

DESIRES: PRESENTS BUILDS UP WANT TO USE IT
 BASED ON PERSONALITY (EXERCISE)

↑
 DONT NEED
 TO BE DONE

PERSONALITY: "NEEDS" TIMING

↑
 STATIC
 DOESN'T CHANGE
 (NO HABITS)

DESIRE TIMING SKEWING
 SHORT OR LONG TALKING

PLAY-TESTING - WAITING FOR PUBLISHER

RICH SAYS: "PUBLISHER'S RESPONSIBILITY"

1-22-85

MTG

ANDY, JIM, ROGER, JIM

Go over YESTERDAY MTG.

→ 1-28-85 Monday

ARMON (Draftsman) started (Direct Hire)

1-30-85

Chris stopped by - I gave him Condo so far

Land buy contract

Rick spoke to him but he said 3yr. contract

TIME/LIFE FELL THRU (S/W IDEA WE HAD).

YESTERDAY ~~ANDY~~ ANDY CALL ACTIVISION, PARKER, & up for sale

COLECO, SPINAKER

HE ALSO SAID HE WANTS

IDEAS FOR HOME COMPUTERS NOT GAMES.

Tonight ~~Today~~ mtg with SKYPAD? (airline LCD ads).

ANDY said he will try to sell "CIRCUS" now to SPINAKER AND CBS.

Found out 20 "fishies" sold at Waldenbooks in ROCKAWAY TOWNSHIP

* - NEEDS TO BE DONE/RESOLVED

* - IDEAS

RICH GOLD 1-29-85 10:14

1. SUN/MOON - DARKENING SAME AMOUNT OF TIME
- * 2. FINAL PROG SIZE MEM + DISK
3. ACC/DEC WALK - NO!
4. SOUNDS FOR TALKING - RICH ~~HAS~~ ^{HAS} MIXED FEELINGS
5. MALCOLM LIKES PRESENT IDEA
6. PP THEME - MAYBE FROM A ~~WALKER~~ RECORD
- * 7. MAYBE A SPECIAL MEDICINE TO GIVE HIM
- * 8. ~~PP USER~~ RANDOMLY THROWS A
NEW ~~TOKEN~~ TOKEN IN SO
HE SPEAKS ABOUT THINGS OTHER
THAN WHAT USER IS SAYING
9. YES FOR 5 A, B - C IS LOW-PRIORITY
A & B ARE NECESSARY
10. PIANO FOR HYBERNATION, YES!
11. USER NAME & DISK PROTECTION - LEAVE
FOR ~~PROTE~~ PUBLISHER.
12. KEYBOARD/PIANO - HIGH PRIORITY - REAL SIMPLE
13. THINKING - IN NORMAL SPEECH IN DIF
BUBBLE - (AS IS!) BUT HE
WOULDN'T LOOK AT ~~THEM~~ USER
- * 14. SAVING MAY NOT BE GOOD FOR KIDS

1-31-85

Andy called
us each into
his office for
"interviews" for
Company's PR
pamphlet.
Gave him my
V.T.A.E.

RESOLUTION

To DEV TOOL
Date 1-31-85 Time 8:00
WHILE YOU WERE OUT
M 6-8 WKS PROD AUG.
of ALTUS ALTAS
Phone ICC INTER COMP CORP
AIRLINES (SKYTRAX)
Area Code 214 Number 250 Extension 10
TELEPHONED ☐ PLEASE CALL ☐
CALLED TO SEE YOU ☐ WILL CALL AGAIN ☐
WANTS TO SEE YOU ☐ URGENT ☐
RETURNED YOUR CALL ☐
Message 8AM Monday
SOFTWARE IMAGICS
Operator



AMPAD
EFFICIENCY®

23-000 50 SHT. PAD
23-001 250 SHT. DISPENSER BOX

SKYTRAX
8K per advertisement
80K total
10 advertisements

MALCOLM - 1) SEND DISK ON 6th FEB

a) COST POSSIBILITY EST. OF
HAVING WOMAN INSTEAD
OF MAN -

A) TIME

B) IS IT POSSIBLE

C) BUY A MAN OR WOMAN
OR DECIDE - CHANGE
HOUSE

~~RING~~ PRESENTS RING DOOR BELL
(NO ~~DEFE~~ USER CONTROL OF DOOR BELL)

SEND LIST OF WHAT CONTROL KEYS DO
WITH THE DISK

2-5-85

Jim said I shouldn't have mentioned
about 1 week for PERT chart to
RICH - Malcolm was mad.

2-11-85

ANDY, TODD, ROBIN, ROGER & HENRY

Too many hearts -

English word - middle of sentence, end & begin

Dirty Word - publisher will resolve

PP writes a novel after 30 days
if you're a good ^{dad} shorter

5-10 sentences per chapter

10 chapters - fill in the blanks

Makes him a job also makes sequels good

Jim's idea -

Add visual & sound reward - PP gives
a nice music with icons blooming
into pretty graphics. Life type of idea1) Darius' room left - 2) Is it feasible
3) Additional time

Todd - 1) Doll House 2) Feedback

"LIFE" TYPE OF SITUATION: EVOKED WITH "TIME" & "ATTENTION"

4 MAN WEEKS

WANT TO BE ABLE TO SAVE IT (PRESENT) TO DISK.

CAN SAY "I'M GOING TO DANCE FOR" ETC.

MALCOLM SHOWING IT TO SOMEONE ELSE -

JACK TRAMIEL - AMIGA (COMMODORE) ATARI (JACK-IN-TOSH) ^{\$800} ^{color}

Spinaker - 30% interested looking up
 - the made comments which shows interest
 potential for doing more work

Landscaping Program

Spinaker will come here and we'll
 show VCR games

Mentioned
 was going to look for VCR games

↖ BIG!

Wang - Integrate Wawa products for MAM tool

Andy's brother in law

PARKER Jim Rodson Mgr of Investor Relations
 Jori Ceren

Phil Higgins VP R&D

Bob Kelsoy VP Product Develop

showed 7 VCR concepts

2 they liked

5 MINUTES ANIMATED
 FILM PER

several they were already doing

Control of VCR/Disk with controller
 over-low and

Impression they'd like to work with us

Rich Hall

Saw R III last night

Boys in Bahamas

hair color

Toilet Flush Sounds


New Part Chart

Dictionary of words.
 TP Procedures

Long Close to
 Selling it

May start conversions as early
 as next week

→ DAILY

 24 POS ARRAY
EACH HOUR

FLAGS FOR WAKEUP/GOTO BED

→ DELAYED INTERRUPTS

EX

1. TURN ON SHOWER -

PP WILL DO IT WHEN READY

2. FOOD AT DOOR RINGS DOORBELL

PP WILL DO IT LATER

MTG 11AM 3-11-85

GARRY KITCHEN & SAM
OF ACTIVISION

1. WHISTLE

2. DOG GOES OUT DOESN'T COME BACK

-HOT-

-ICONS-

-DEPTH MORE TASKS-

-ANOTHER PERSON

5-1-85

ANDY SAID...

MALCOLM KAUFMAN WAS HERE YESTERDAY
AND REMARKED HOW HOME ENTERTAINMENT
SOFTWARE IS GOING DOWN THE TUBES,
JUST 1 MONTH AGO HE WAS VERY
POSITIVE. COLECO, PARKER, ATARI NOT
GOING TO CES IN JUNE. ACTIVISION WILL
BE ONLY ONE GOING.

AS FAR AS OUR LEADS INTO NEW
AVENUES WE HAVE ANDY

ON 4-25-85 - HE SAID THEY'VE
SENT OUT LETTERS AND THEY HAVE
RECEIVED NO REPLY'S YET.

Had sent memo to ANDY & JIM on 4-24-85

WE HAD SUGGESTED FOLLOWING:

ME: 1) J&J NEW BRUNSWICK 524-0400
685-~~440~~3500 MIC GROUP
ROSEMARY MOONEY
received call back & Andy took it

2) WED WALT DISNEY ENGINEERING
LOU KOMPARE secretary MALINDA
GENERAL MANAGER MIS

3) RCA (NBC, HERTZ, DIGITAL & COMPONENT GROUP)
SOMERVILLE

4) MOBIL OIL

5) LATHES

6) LESLIE VALVES

7) SURVEYOR INSTRUMENTS

8) MANX - BILL GILROY, JIM GOODNOW

9) ON-LINE SOFTWARE FORT LEE

10) VISICORP

11) ELECTRO NUCLEONICS

12) K&E

5-1-85

Changes to ALPHA 64 S/W FOR ACTIVISION

1) PERSON - THIRSTBL last entry
changed from 256 to 255
↑
zero!

2) GET - LOAD MOD

FOR

not LDA MOMMY

BEO LOAD CAL

BNE

6-13-85 WITH JIM

JG SECURITY-

ACTIVISION CALLED LAST NIGHT
 WANTS US TO DO
 GARY KITCHEN'S GAME DESIGNER
 BUT BY SEPT 1 - DEBUTABLE
 VERSION
 (DONE)

OKED AT
 US \$ 1.80 X 1 MILLION
 EURO \$ 1.00 X 50K

OTHER S/W CONTRACTS IN THE WORKS

- BANK DEMO S/W (BIG - LOTS SYSTEMS)
- WE WILL DO TELEPHONE ENGINEERING (coloco)

SEEMS AS THOUGH ONCE PAST SUMMER SLUMP - THEN
 LOTS TO DO IN FALL

JIM KNOWS A VP IN ATT - HAS SAME CAR
 BIDS MADE ON 2 J & J MEDICAL JOBS

ROGER & HENRY - GOOD TEAM

BUT DOESN'T
 WANT TO
 CONTACT
 NOW BECAUSE
 TOO MUCH WORK

RAISES - CAN'T AFFORD THEM NOW - NO PROFIT
 NOT IN OCTOBER, ←
 WILL BE GETTING AROUND ROYALTIES (JAN.)

NEW MEDICAL COMPANY -

- WILL BE MOVING ACROSS HALL AUG. 1
- TOM, WES & GREYDON GOING (LOSE ROYALTIES)
- 41 JIM WON'T BE SUPPORTING
 THEM ANYMORE AFTER THAT
- WARNER LAMBERT NEW VENTURE CAPITAL
- WE WILL BE ABLE TO "BUY IN"
- W & H & Q
- They will be across hall for help

Computation Book

NUMBER OF BOOK 2-



NAME

HENRY C. WILL IV

SUBJECT

WICKSTEAD DESIGN

USED FROM

24 OCT 83

TO

30 JUNE 86

No. 09-9890 (89)

11 $\frac{3}{4}$ IN. X 9 $\frac{1}{2}$ IN. (29.8 cm x 23.8 cm) • 152 PAGES

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